

Theme Review for Early and High Middle Ages

Early Middle Ages 500 C.E. until 900 C.E.

Feudalism - define- Medieval power system where people provide for those above them in a hierarchy

Characteristics - example

Political- monarchy

Social- social class system with serf at the bottom

Economic - manor is self sufficient where serfs provide food for all

Why Feudalism was needed

People needed food, clothing, shelter and protection from the invaders of Europe- the manor provided this

Manor - what did a manor look like

The manor was a large estate.

3 fields (2 always planted)

Huts for peasants

Manor house for the noble

Small church

Fenced in

Near a castle for protection

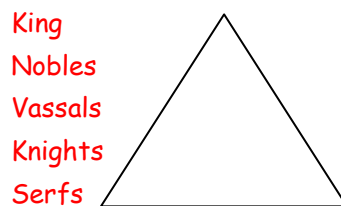
Why people left a manor

More freedom

Overcrowded manors

Better life style

Social Hierarchy



Role of the king and castle

Castle protected people

King owned and ruled the land

Vocabulary

Manor- large estate (farm)

Fief- land or something of value

Vassal -lord who organized the manor

Serf-peasant

Knights - warrior that protected the castle and manor (Training was a Squire and Page)

Self-sufficient -take care of yourself

Church

Official Religion - **Roman Catholic**

What was the hierarchy

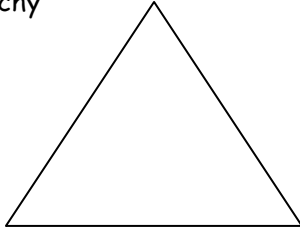
Pope

Cardinals

Archbishops

Bishops

Priests- Monks- nuns



Language

Latin

How was the church important?

Spiritually- **provided for people to have the belief if they lived a good life they would go to heaven**

Politically - **made laws and set up a court system**

Education- **Usually for nobles family**

Vocabulary

Excommunicate **refuse participation in the Church**

Clergy **people that work for the Church**

Cathedral **large church built in a town**

Gothic and Romanesque - **2 types of architecture (Gothic is tall spires- Romanesque more rounded)**

High Middle Ages 900 C.E. - 1250 C.E.

Towns

What advantages towns had over manors-

More freedom to travel and trade

Freedom to learn a trade and make money

Freedom to have a middle class of people and a higher standard of living

Design of towns and important features

Walls

Cathedral

Town Square for a market place

Gate to close at night

Store and people lived above their store (wood)

How did guilds affect towns?

Taught a trade under a master

Took care of families if guild member died

Provided entertainment for guild families

Financial support for families

Life and culture of a town

Education - **Church and guild**

Conditions - often overcrowded and unsanitary

Rise of a merchant and artisan class which eventually turns into a middle class

Problems in a town?

Overcrowded conditions

Unsanitary

Disease

Art in a town

Usually concerned the church - stain glass, statues, cathedrals

Vocabulary

Journeyman - paid trainee under a master

Apprentice unpaid trainee

Barter - trade goods for goods

Domestic - economy making goods in a home

Troubadours - traveling entertainers

Cathedral - large churches

Crusades

Background and goal- Return the Holy Land to the Christians

Causes

Emperor of Constantinople asked for help because the Turks had invaded the Holy Land

Christian pilgrims were being murdered by the Muslim Turks

Peter the Hermit had a vision that God wanted the Christians to get the Holy land back

Events of the first 4 crusades - people involved

1st Pope Urban called for the Crusade - captured Jerusalem

2nd same route but did not get to Jerusalem

3rd 3 military exhibitions (King Richard (England), Frederick (Holy Roman Empire) Philipp of France - did not get to Jerusalem

4th Christians fought and killed Christians in Constantinople

Results

1st Crusade only one that accomplished gaining the Holy Land for a short amount of time

Political - Kingdoms grew larger because Nobles died and land was sold to others (nations began to form)

Kings and Church grew stronger

Economic - increased trade ordinary people became wealthy domestic economy started (people made goods at home)

Social - Woman gained land feudalism no longer needed

Europe moves into the Renaissance because of the wealth

Vocabulary

Byzantine Empire - eastern side of the Roman Empire - existed 1000 years after Rome fell

Muslim Turks - Muslim invaders from the area of Turkey today

Pope Urban II - Pope that called for the first Crusade

Holy Land - Area in the Middle East where 3 great religions started (Christianity- Judaism and Islam)

Silk Road

Geography of the Silk Road

From Chang an in China to Byzantium and then on to Venice and Rome

Deserts in China - Gobi and the Taklamaken

Mountains - Tian shen

Oasis - Stops of natural water for the caravan

3 routes across the Middle East

Goods/ideas, culture and technology traded to Europe

Goods traded like silk and porcelain from China

Glass and metal works from Rome

Religion traded

scientific and medical knowledge

new weapons

What caused these goods to finally reach Europe?

The Crusades were responsible for finally bringing the wealth of the Middle East to Rome and Venice. This helped to start the Renaissance

What was the link between the Silk Road and the rebirth of Europe?

The Crusades brought the wealth to Europe and the wealth provided the foundation to start the Renaissance.